

# 108-2 Full Curriculum of Da-Yeh University

Information			
Title	Plastic Art Fundamentals	Serial No./ID	1854 /MDI1012
Required/Credit	Required /3	Time/Place	(Tue)5678 /H718
Language	English	Grade Type	Number
Lecturer /Full- or Part-time	江家慶 /Full-time	Graduate Class	Non-graduating Class
School System /Dept /Class, Grade	Bachelor /Bachelor Program for Multimedia Digital Content /Class 1, Grade 1		
Office Hour / Place	(Tue) 12:00~13:20, (Wed) 12:00~13:20, (Thu) 12:00~13:20, (Fri) 12:00~13:20 / H718		
Lecturer	、Lingling Huang		

## Introduction

Design shape emotional and rational basis for the use of a method, system, the research in the field of art and design modeling problems co-existing stages, professional learning for students in the future, to establish a good and solid foundation.

## Outline

Shape does not refer to the primary basis for the design of a professional status, but the design of the co-existence of professional modeling problem, namely a combination of frame shape, color, texture, formal beauty law, modeling, teaching and creative thinking, etc. research, is "three constitute" constitute the integrated use of space and design of these four basic elements.

## Prerequisite

- 1.Photo Shop
- 2.Illustrator

## The Relationship Between Courses and Departmental Core Competencies and Basic Skills



Acquire professional knowledge of multimedia digital content design

Acquire the technologies, skills and the capability of using modern tools for practicing multimedia digital content design

Acquire the capability of integrating multimedia digital content knowledge and technologies



Acquire the capability of finding out, analyzing and solving complex interdisciplinary multimedia design problems

Acquire the capability of creative thinking and innovational design

Acquire the capability of managing project, communicating each other, respecting different viewpoints and cooperating within the team

Realize the industrial issues and understand the effects of multimedia design to industries, social ecology and

economy, and worldwide



Acquire the capability of lifetime learning

Acquire professional working ethics and society responsibility

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Teaching Plan						
Core Capability	Weight(% ) 【A】	Ability index(Performance Indicators)	Teaching Methods	Assessment and Weight	Core Competency Learning Outcomes 【B】	Final Exam Grades 【C=B*A】
Acquire professional knowledge of multimedia digital content design	30	Cultivate the capability of being familiar with multimedia digital content knowledge Cultivate the capability of being possessed of multimedia digital content professional knowledge, including animation, comic, game design, and so on Cultivate the capability of being possessed of multimedia digital content design quality and accomplishment, including cultural creativity, art, esthetics, and so on Cultivate the capability of realizing multimedia digital content theory	Practical Operation (Experiment, Machine Operation	Homework Assignment: 30% Course Participation: 30% Product Manufacturing: 30% Record on Experiment: 10%	Total: 100	30
Acquire the capability of finding out, analyzing and solving complex interdisciplinary multimedia design problems	30	Cultivate the capability of exploring complex multimedia design problems Cultivate the capability of analyzing and organizing complex multimedia design problems Cultivate the capability of solving and practicing complex multimedia design systems	Practical Operation (Experiment, Machine Operation	Homework Assignment: 30% Course Participation: 30% Record on Experiment: 10% Product Manufacturing: 30%	Total: 100	30

Acquire the capability of lifetime learning	40	Cultivate the capability of lifetime learning by different ways	Practical Operation (Experiment, Machine Operation	Homework Assignment: 30% Product Manufacturing: 30% Course Participation: 30% Record on Experiment: 10%	Total: 100	40
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### Grade Auditing

Homework Assignment: 30%

Course Participation: 30%

Product Manufacturing: 30%

Record on Experiment: 10%

Book Type (Respect intellectual property rights. Please use official textbooks and do not illegally photocopy others' works.)

Book Type	Book name	Author
Textbook	基礎設計	林崇宏

### Lesson Plan

Weeks	Content	Teaching Methods
1	Course Description and Assignment Specification. Customized Materials & Intellectual Property Protection (use legitimate textbooks only) & Traffic safety Propaganda	Lecturing
2	The Theoretical Basis of Form Constitution	Lecturing
3	Class painting practice	Practical Operation (Experiment, Machine Operation
4	Class painting practice	Practical Operation (Experiment, Machine Operation
5	Basic structure to explain	Lecturing
6	Class painting practice	Practical Operation (Experiment, Machine Operation
7	Class painting practice	Practical Operation (Experiment, Machine Operation

8	Mid-term operations	Practical Operation (Experiment, Machine Operation)
9	Image composition	Lecturing
10	Class painting practice	Practical Operation (Experiment, Machine Operation)
11	Class painting practice	Practical Operation (Experiment, Machine Operation)
12	Texture composition and technique development	Lecturing
13	Class painting practice	Practical Operation (Experiment, Machine Operation)
14	Class painting practice	Practical Operation (Experiment, Machine Operation)
15	Gold ratio	Lecturing
16	Class painting practice	Practical Operation (Experiment, Machine Operation)
17	Class painting practice	Practical Operation (Experiment, Machine Operation)
18	Final results	Lecturing